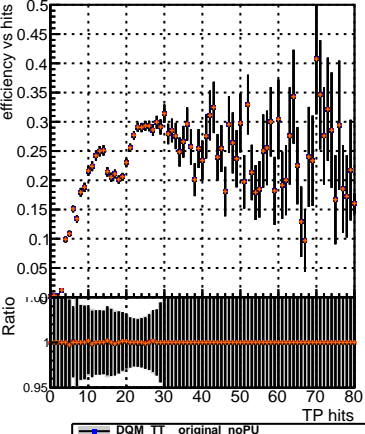
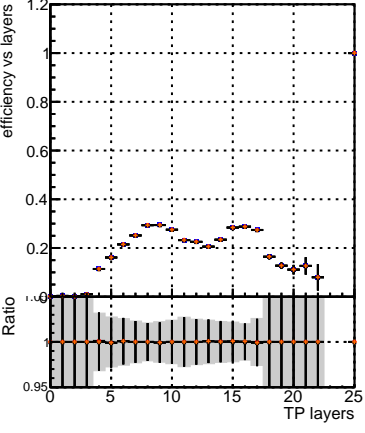


Efficiency vs hit

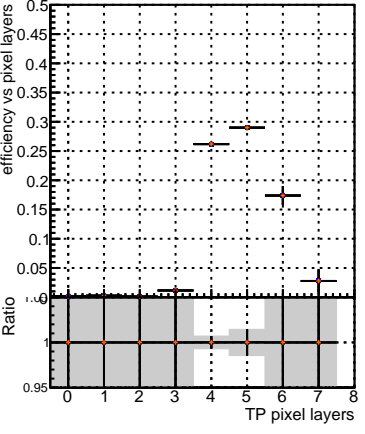


Efficiency vs hit

- DQM\_TT original\_noPU
- DQM\_TT paretofrontMaxEffOnlyFWD2\_PU
- DQM\_TT paretofrontMinFROnlyFWD2\_PU
- DQM\_TT paretofrontMaxHitsOnlyFWD2\_PU



Efficiency vs pixel layer



Efficiency vs 3D layer

